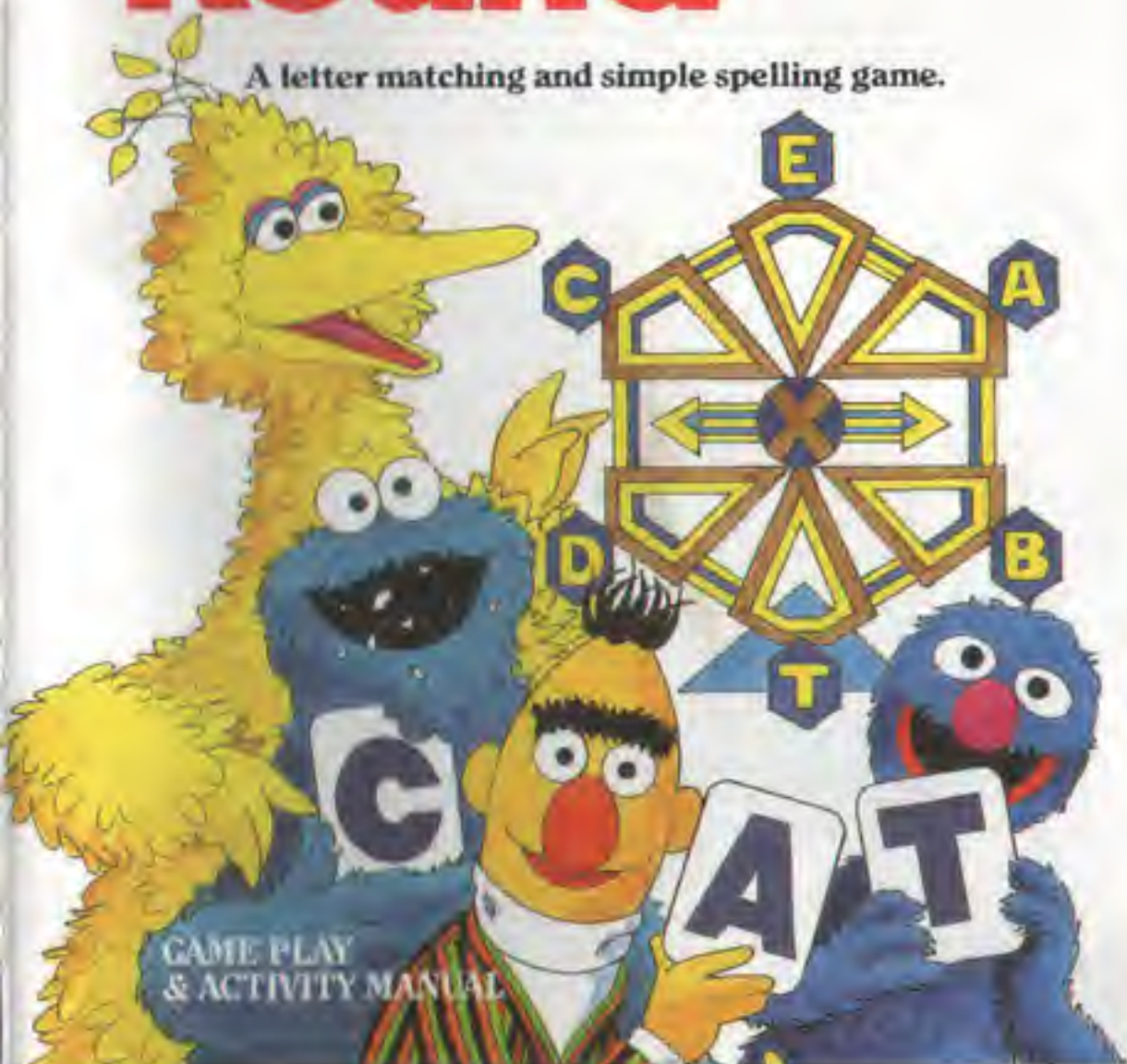


CTW
SESAME STREET

A SESAME STREET™
Preschool Skills Activity

Letter-Go- Round™

A letter matching and simple spelling game.



CBS
SOFTWARE

Featuring the JIM HENSON MUPPET™ Characters from SESAME STREET.™

Why Are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

SESAME STREET LETTER-GO-ROUND provides a playful setting in which children practice early reading skills. Muppet friends, including Grover, Barkley and Cookie Monster, are on hand to encourage them during play. Featuring lively, colorful graphics and music, this delightful, interactive computer activity entertains as it offers your child experience with important early reading concepts.

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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SESAME STREET Letter-Go-Round™ *



Introduction

Step right up!

It's time to take your turn to catch and match the letters on the whirling ferris wheel!

So, if you're ready for fun, let's get started!

Parents:

SESAME STREET LETTER-GO-ROUND provides a playful setting in which children can practice these early reading skills:

- Letter recognition and matching
- Upper/lower case matching
- Word recognition and matching
- Simple spelling

When you play SESAME STREET LETTER-GO-ROUND with your child, you can reinforce these skills by talking about the game as you play. Use the words "letter," "word" and "match" and encourage your child to pronounce each letter as it moves through the matching zone. Say things like, "Does this letter match the one on the seesaw?" Or, "Can you find the right letter to finish this word?"



We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

The EasyKey™ Keyboard Overlay

Included with the program is an EasyKey keyboard overlay designed to fit over your computer's keyboard. The EasyKey makes it simple for little fingers to play SESAME STREET LETTER-GO-ROUND. Never try to use the program without the EasyKey in place. Here are some of its features:

- The PLAY key. Press this key to start your game.
- The LEVEL key. Use this key to select the level of the game you want to play. There are six levels in SESAME STREET LETTER-GO-ROUND, each with its own challenge. You may switch levels even if you are in the middle of a game.
- The PAUSE key. Press this key to stop the game at any point. Press it again to resume playing.

Taking Care of the EasyKey

The EasyKey keyboard overlay is made of tough, flexible vinyl. You can use it as often as you like, but you must treat it carefully to keep it in good condition.

- Keep the EasyKey away from sharp objects that may cut or puncture it.
- Keep the EasyKey away from heat and out of direct sunlight.
- Do not write on the EasyKey.
- If the EasyKey gets dirty, carefully wipe it with a damp cloth dipped in mildly soapy, lukewarm water.
- Return the EasyKey to the program storage case when you are not using it.

Get Ready

The How-To-Play Card included with SESAME STREET LETTER-GO-ROUND contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions, a word list, story and activities.

Let's Play

Hurry! Hurry! Hurry! It's time to play SESAME STREET LETTER-GO-ROUND. Here's how:

*Watch that whirling ferris wheel go!
Where should it stop? Only you know!*

Select a Level

Follow the directions on the How-To-Play Card to use the EasyKey and to select a game level.

Choose a Muppet Pal

Grover, Barkley and Cookie Monster are ready to take a spin on the Letter-Go-Round. Pick a Muppet pal to play with you!



Now press that key and your Muppet huddy will play with you until the round is done. Then you can play with him again or pick a new Muppet friend.

Spin that Wheel

How fast can the ferris wheel spin? That's up to you.



To make it spin faster
press the Rabbit key.



To make it spin slower
press the Turtle key.

The wheel will keep spinning at the speed you pressed—until you press another key!

Make a Match

Ready to match a letter or spell a word? Here's what to do:

Watch the letters on the wheel. Wait until the letter you want moves into the matching zone. Then press the Stop Bar on the EasyKey.



Pressing the Stop Bar at the right time may require some practice. You can help your child by placing your finger on the correct letter and tracing its path as it moves into the matching zone. Then say, "Get ready and press the Stop Bar!"

Playtime!

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice the skills needed to move to subsequent levels. On all levels, if your child has not pressed any key after a certain amount of time, you will hear the SESAME STREET song. Prompt your child to press a key.

Levels 1, 2 and 3:

It's as Easy as A-B-C!



Object:

Find the letter on the ferris wheel that matches the one on the seesaw.

Your Muppet pal is here to play—and he brought a letter for you to match.

Plunk! He dropped it on the seesaw. Now it's up to you.

Press the speed key of your choice,

either  or .





Find the letter on the ferris wheel that matches the one on the seesaw.

Press the Stop Bar when the letter moves through the matching zone.

Oops! You pressed the Stop Bar—and the letter you stopped wasn't the letter you wanted! That's okay! That letter will pop back into its basket, the wheel will spin and you can guess again.

You matched the letter—good for you! Your letter will flip into the air and *look*—you've built one part of the strength-o-meter!

Make all the matches in a round and you'll get a rousing rah-rah-rah!—from your Muppet buddies, of course!

Rounds:
Level 1:

Uses upper case letters only and it takes three matches to build the strength-o-meter and end the round.

Level 2:

Uses lower case letters only and five matches make a round.

Level 3:

Uses upper and lower case letters and there are four ways to match letters:

upper/upper case

lower/lower case

upper/lower case

lower/upper case

Five correct matches make a round.

Level 4:

Object:

One Little Word

Spell a word by matching each letter in it with one on the ferris wheel.

Now that you're a whiz at letter matching, there's just one word for you. What is it? Choose your Muppet pal and he will bring it out for you to match!

How do you match a word?
One letter at a time of course!
Here's what to do:

Look at the first letter in the word.

Find that letter on the ferris wheel.

Press a Speed Key to move it into the matching zone.

Press the Stop Bar to catch that letter!

Make as many guesses as you want—but keep your eye on the letter you're trying to match!
Got it? Good catch!



The first letter will pop into its place and it's time to catch and match letter number two... and after that, letter number three!

Match all three letters in the word and you've won this round! Your Muppet buddies have one last word for you—*Yay!*

Rounds:

In Level 4, a round consists of three correct matches—that is, one completed word. Each match builds one unit of the strength-o-meter. You have unlimited tries to make all three matches, complete the strength-o-meter and end the round.

Level 5:

Object:



Rounds:

What's Missing?

Find a letter on the ferris wheel that correctly completes a word.

There's something sneaky going on here—can you spot it and spell it out?

This time, your Muppet pal brings out a word for you to match—but there's a letter missing!

Which letter is missing?

It might be the first letter, or the second letter—or even the third letter!

Find a letter to complete the word!

Look at your word. Then look at the letters on the ferris wheel. Can you spot a letter that fits?

There may be more than one right answer!

Move the letter you want into the matching zone and press the Stop Bar.

You're matching and catching on fast—good for you! Your Muppet pals are proud of you!

In Level 5, it takes three correctly completed words to build the strength-o-meter and end the round.

Level 6:

Object:



Spell the Secret Word

Find the three letters on the ferris wheel that spell the secret word.

Now the ferris wheel takes its trickiest turn of all! The letters on it spell a secret word—but even your Muppet buddy doesn't know what that word is!

So it's all up to you—and here's what to do:


Look at the letters on the ferris wheel.

Find three letters that spell a word.

Now look again—because there may be many words on the wheel...but only one of them is the secret word!

The first letter is the hardest to get right—but first things first!



Reading words on the ferris wheel may be tricky at first. Remind your child to press the  key if the letters are moving too fast.

Say, "How many words do you see? Let's write each one down."

Choose your first letter, move it into the matching zone and press the Stop Bar.

You guessed right! That letter will pop into place and now it's time to guess the next letter...then the last one—and *look!*

You've done it...the word is out!

Your Muppet buddies will cheer for you again!

Rounds:

In Level 6, a round is complete when you spell the secret word. Each correct guess builds one unit of the strength-o-meter. After eight incorrect guesses, the secret word will pop onto the screen and the round will end.

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